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Modified Canny Edge Detection Algorithm

Notations:

$X_{raw} = raw\ RGB\ image$

$X_{raw}[c, i, j] = raw\ pixel\ value\ of\ cth\ color\ channel, ith\ row, jth\ column$

$X_{raw} \in \mathbb{R}^{3\ x\ M\ x\ N}$

$where\ M = number\ of\ rows, N = number\ of\ columns$

$All\ arrays\ (matrices\ and\ tensors)\ are\ indexed\ from\ zero\ in\ this\ document.$

1. Step 1: Gaussian Blur Filter:

1.1. Inputs:

1.1.1. Symmetric 2D Gaussian kernel matrix: $G \in \mathbb{R}^{K\ x\ K}$

1.1.1.1. Sample symmetric 2D Gaussian distribution:

$$G[x+p, y+p] \ = \ \frac{1}{2\pi\sigma^2} exp(-(x^2+y^2)/(2\sigma^2)), \qquad for\ x, y \in \{-p, \dots, p\},$$

$$where\ p = (K-1)/2$$

1.1.2. Normalize kernel (so that its elements sum to 1):

$$G[i,j] \ := \ G[i,j] \Big/ \sum_{i=0}^{K-1} \sum_{j=0}^{K-1} G[i,j], \qquad for\ i, j \in \{0, \dots, K-1\}$$

1.1.3. Zero-padded raw image: $\tilde{X}_{raw} \in \mathbb{R}^{3\ x\ (M+2p) x\ (N+2p)}$

1.1.3.1. Zero-pad raw image for 2D "same" convolution:

$$\tilde{X}_{raw}[c,i,j] \ = \begin{cases} 0, & i < p\ or\ j < p\ or\ i > M-1+p\ or\ j > N-1+p \\ X_{raw}[c, i-p, j-p], & otherwise \end{cases},$$

$$for\ c \in \{0,1,2\}\ and\ i \in \{0, \dots, (M+2p)-1\}\ and\ j \in \{0, \dots, (N+2p)-1\},$$

$$where\ p = (K-1)/2$$

1.2. Computation:

1.2.1. Compute 2D "same" convolution:

$$X_{blur}[c,i,j] \ = \ \sum_{m=i}^{i+K-1} \sum_{n=j}^{j+K-1} \tilde{X}_{raw}[c,m,n] * G[m-i, n-j],$$

$$for\ c \in \{0,1,2\}\ and\ i \in \{0, \dots, M-1\}\ and\ j \in \{0, \dots, N-1\}$$

1.3. Outputs:

1.3.1. Blurred image: $X_{blur} \in \mathbb{R}^{3\ x\ M\ x\ N}$

2. Gradient Estimation:

2.1. Inputs:

2.1.1. Sobel operator kernels:

2.1.1.1. Horizontal Sobel operator (for horizontal gradients):

$$S_x = \frac{1}{8}\begin{bmatrix} -1 & 0 & +1 \\ -2 & 0 & +2 \\ -1 & 0 & +1 \end{bmatrix}$$

2.1.1.2. Vertical Sobel operator (for vertical gradients):

$$S_y = \frac{1}{8}\begin{bmatrix} +1 & +2 & +1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{bmatrix}$$

2.1.2. Blurred image: $X_{blur} \in \mathbb{R}^{3\ x\ M\ x\ N}$

2.2. Computation:

2.2.1. Convolve with horizontal and vertical Sobel operators (post zero-padded):

$$W_v[c,i,j] = \begin{cases} 0, & i = 0 \text{ } or \text{ } j = 0 \text{ } or \text{ } i = M-1 \text{ } or \text{ } j = N-1 \\ \displaystyle\sum_{m=i-1}^{i+1} \sum_{n=j-1}^{j+1} X_{blur}[c,i,j] * S_v[m-(i-1), n-(j-1)], & otherwise \end{cases}$$

$$for\ v \in \{x,y\}\ and\ c \in \{0,1,2\}\ and\ i \in \{0,\dots,M-1\}\ and\ j \in \{0,\dots,N-1\}$$

2.2.2. Compute L1-norm of horizontal and vertical gradients:

$$W[c,i,j] = |W_x[c,i,j]| + \left|W_y[c,i,j]\right|,$$

$$for\ c \in \{0,1,2\}\ and\ i \in \{0,\dots,M-1\}\ and\ j \in \{0,\dots,N-1\}$$

2.2.3. Take maximum gradient over color channels:

$$Y[i,j] = \max_{c\, \in \{0,1,2\}} W[c,i,j], \qquad for\ i \in \{0,\dots,M-1\}\ and\ j \in \{0,\dots,N-1\}$$

2.3. Outputs:

2.3.1. Gradient image: $Y \in \mathbb{R}^{M\ x\ N}$

3. Horizontal Non-Maximal Suppression:

4. Long Vertical Edge Determination: